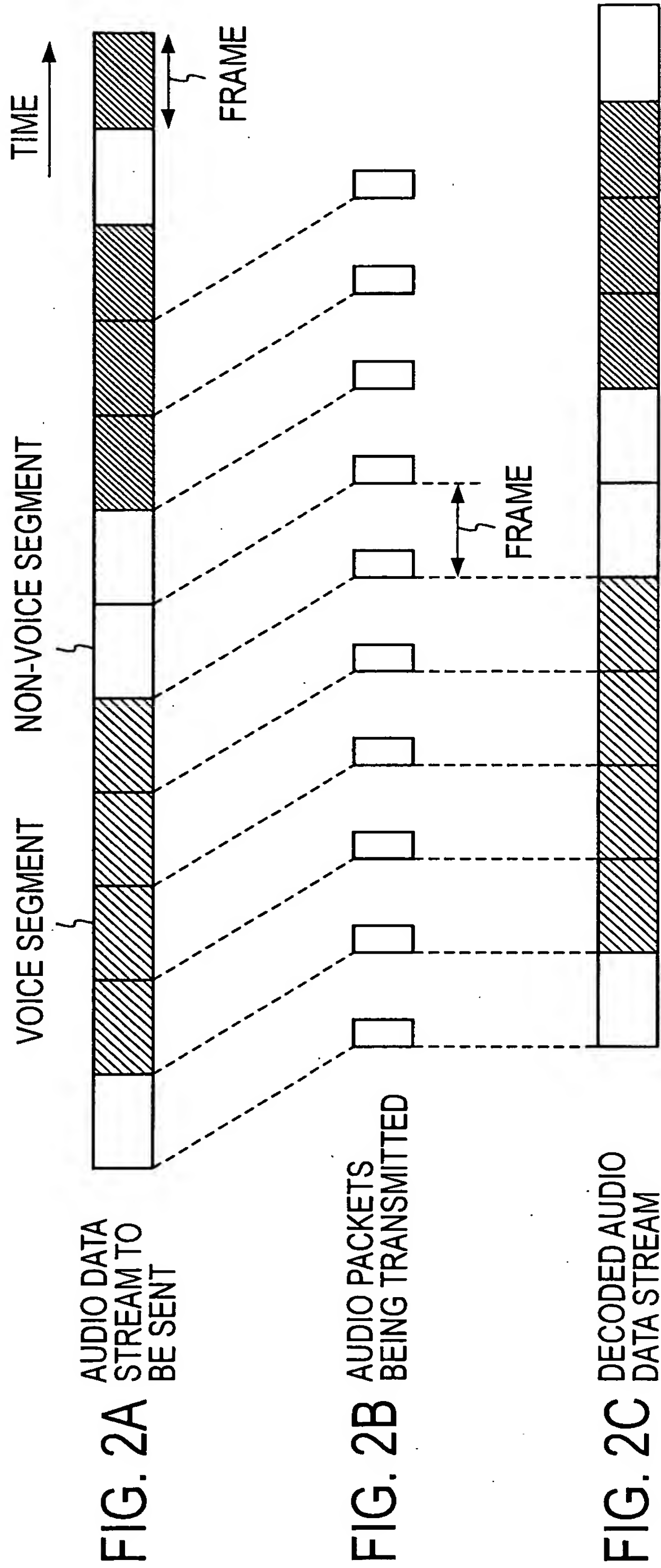


FIG. 1



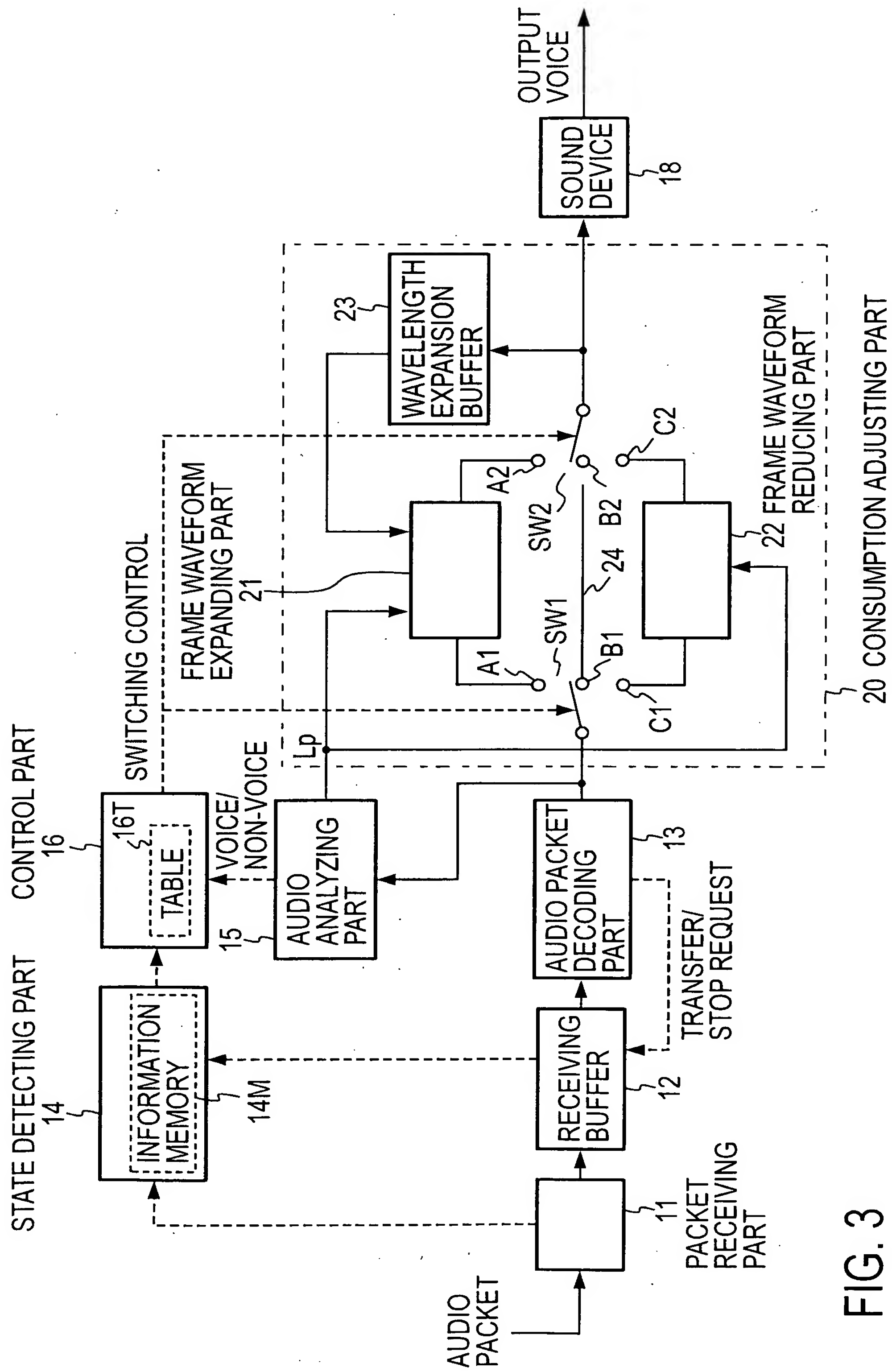


TABLE 16T

LARGEST JITTER J	OPTIMUM NUMBER OF PACKETS B TO BE BUFFERED
TO 15ms	1
TO 32ms	2
TO 48ms	3
TO 64ms	4
TO 80ms	5
TO 96ms	6
TO 128ms	8
TO 160ms	10
TO 192ms	12
TO 240ms	15
TO 320ms	20
TO 400ms	25
TO 480ms	30
TO 640ms	40
TO 800ms	50

FIG. 4

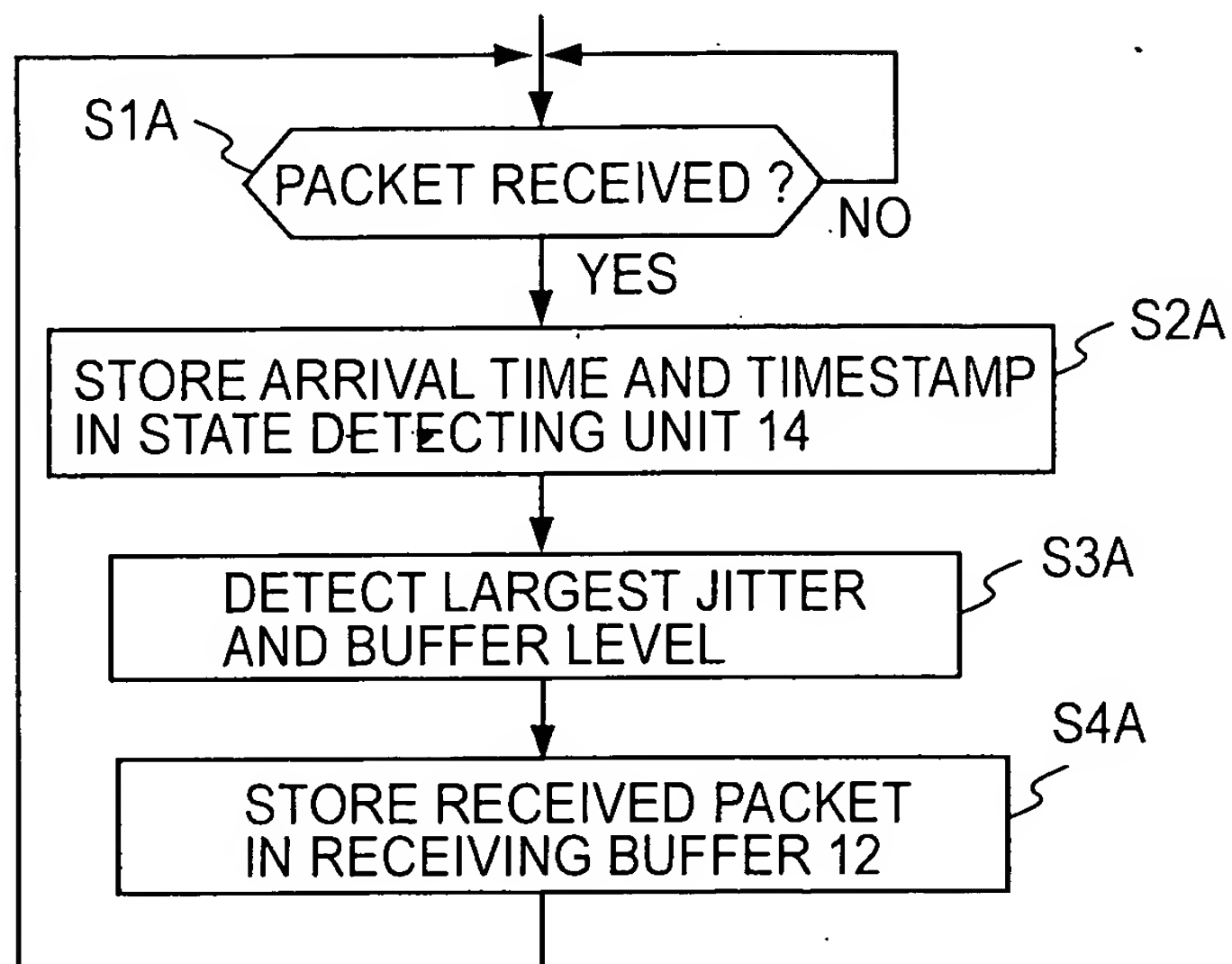


FIG. 5A

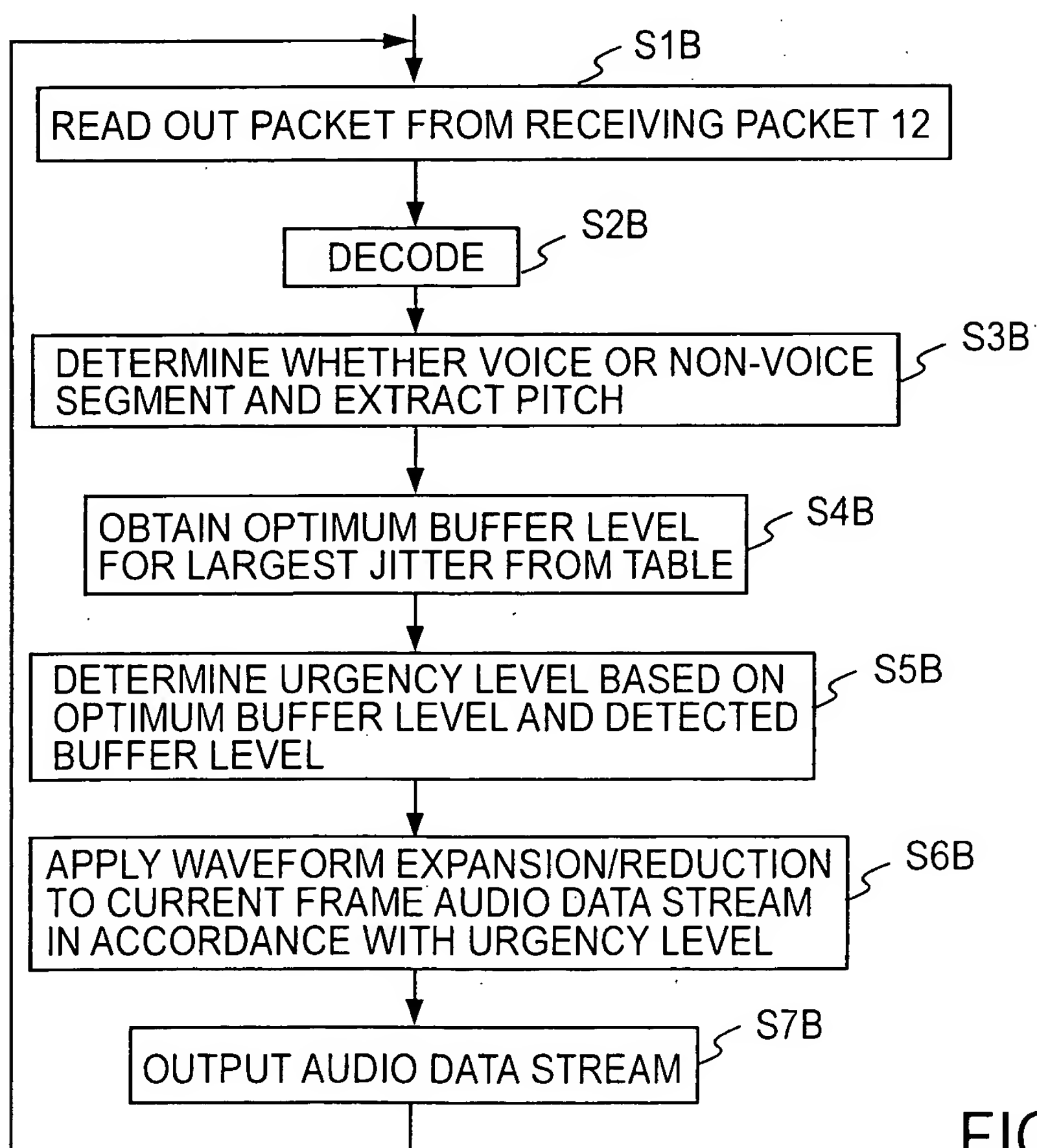


FIG. 5B

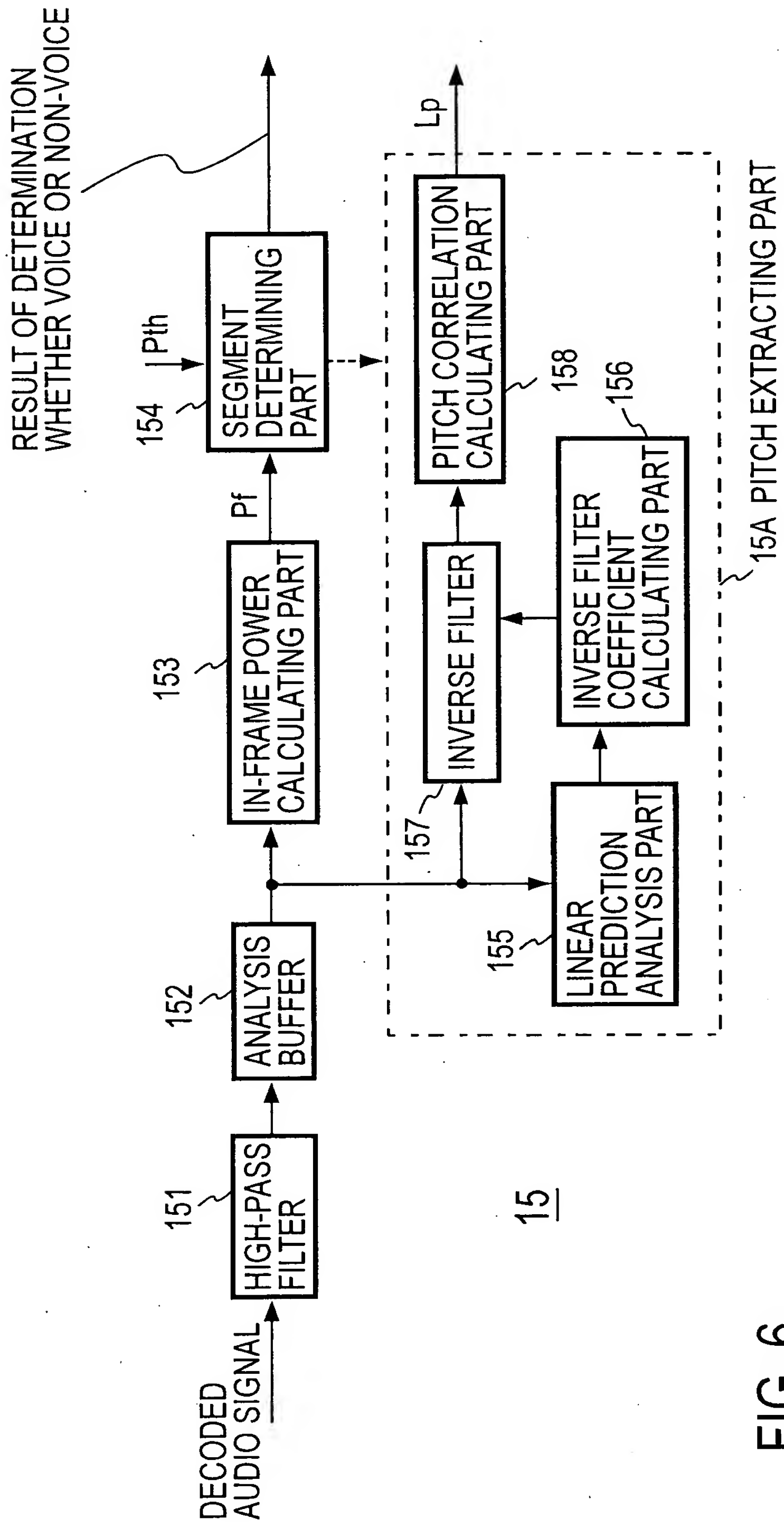
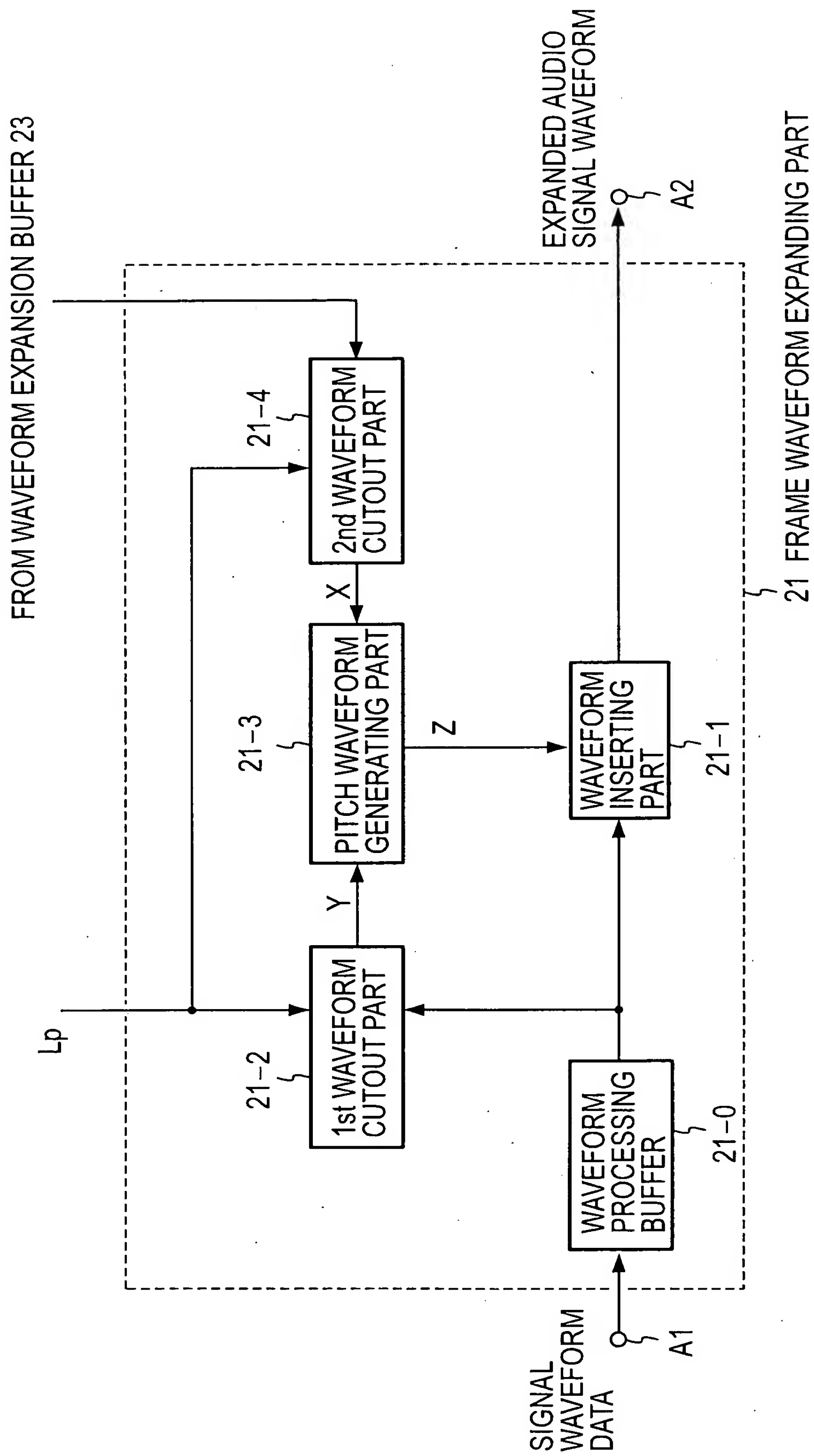
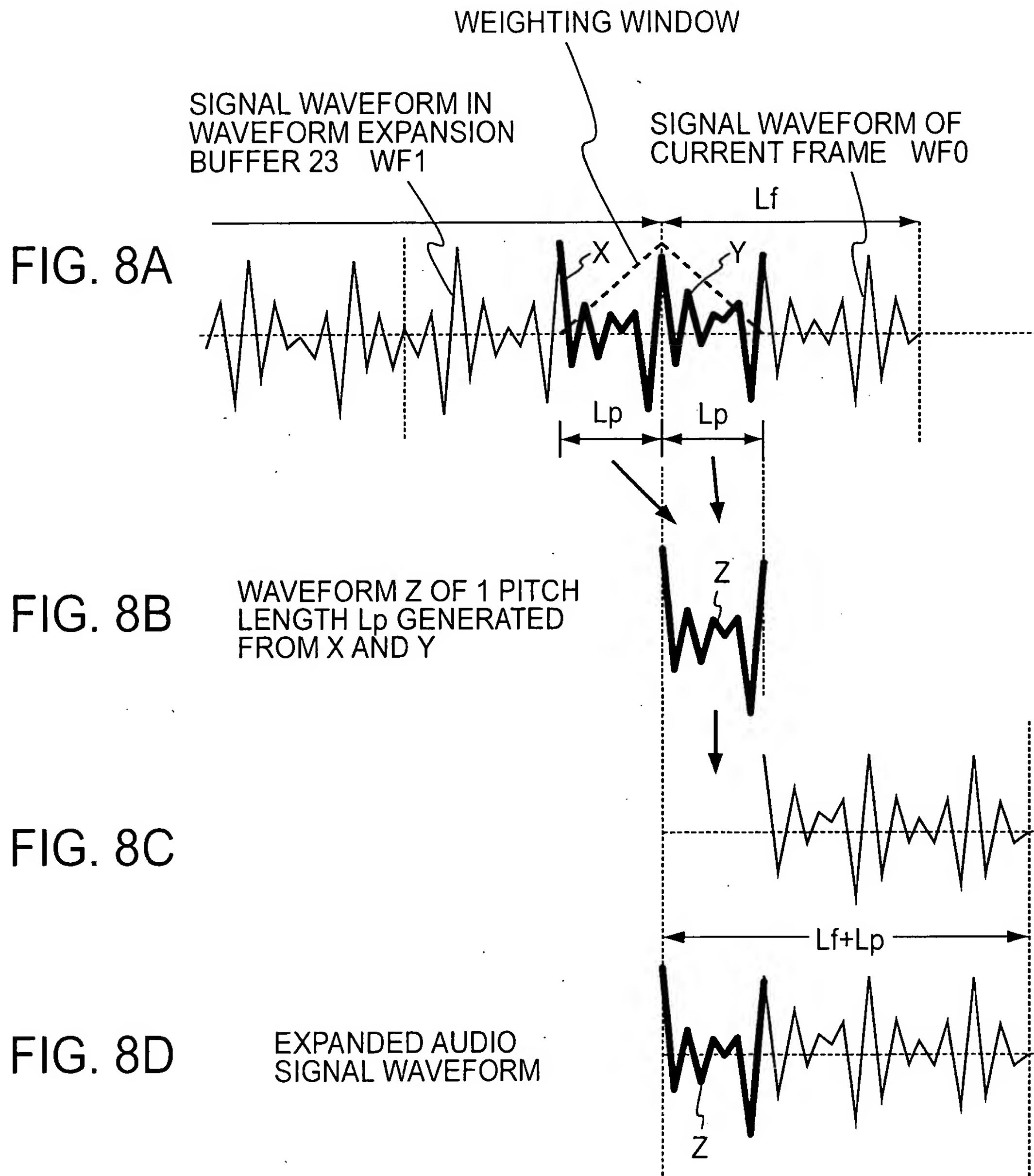
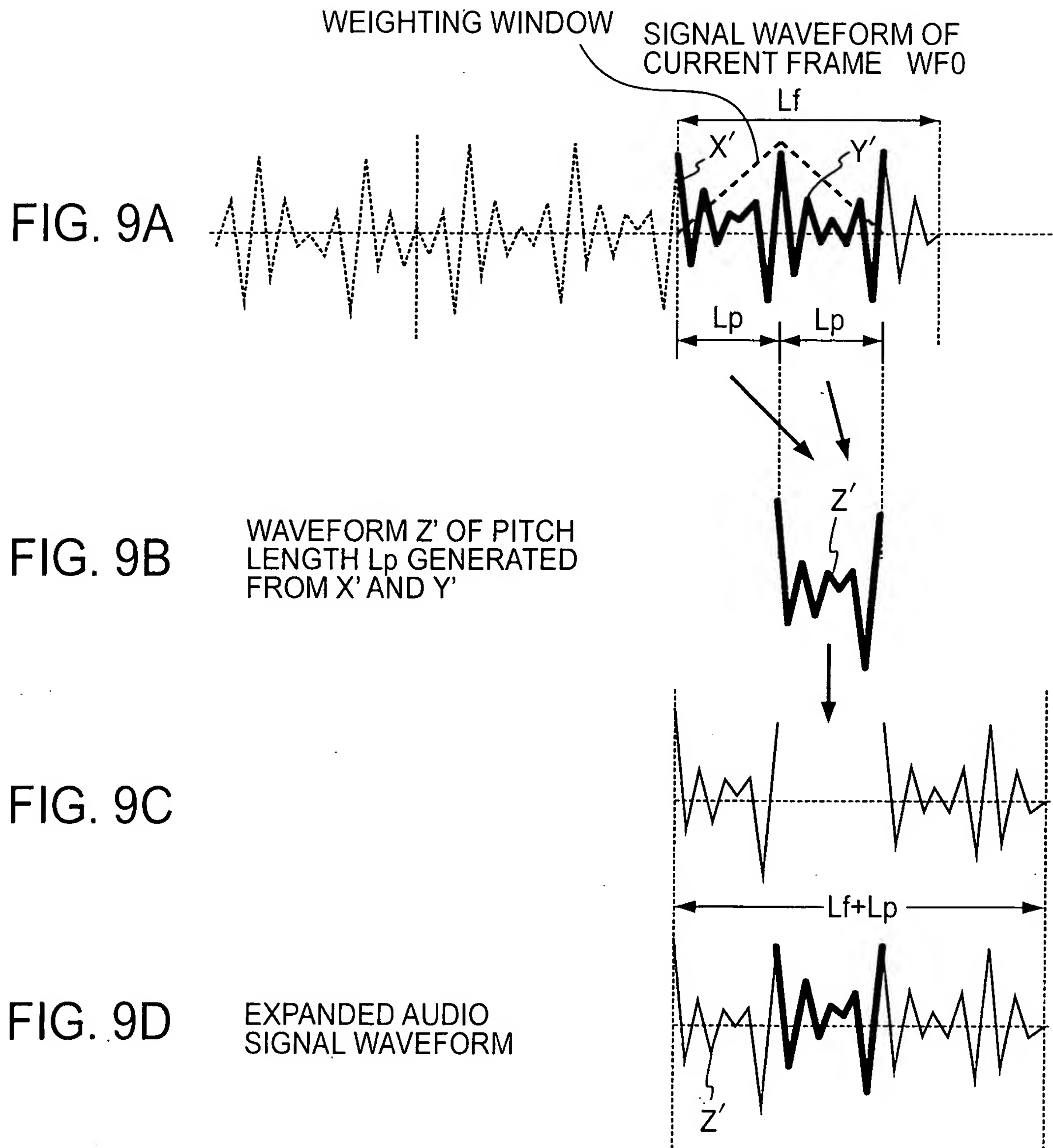


FIG. 6







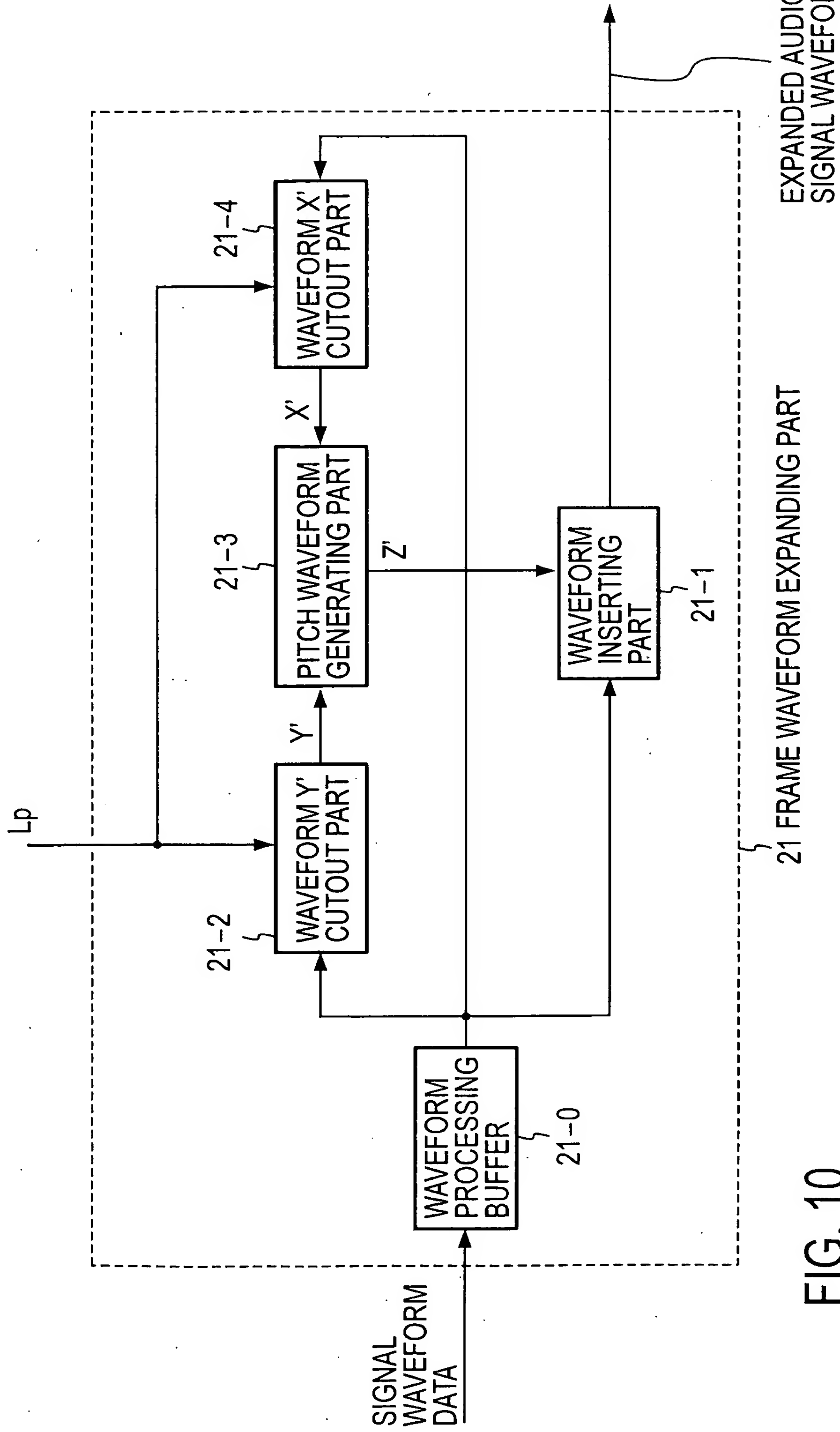


FIG. 10

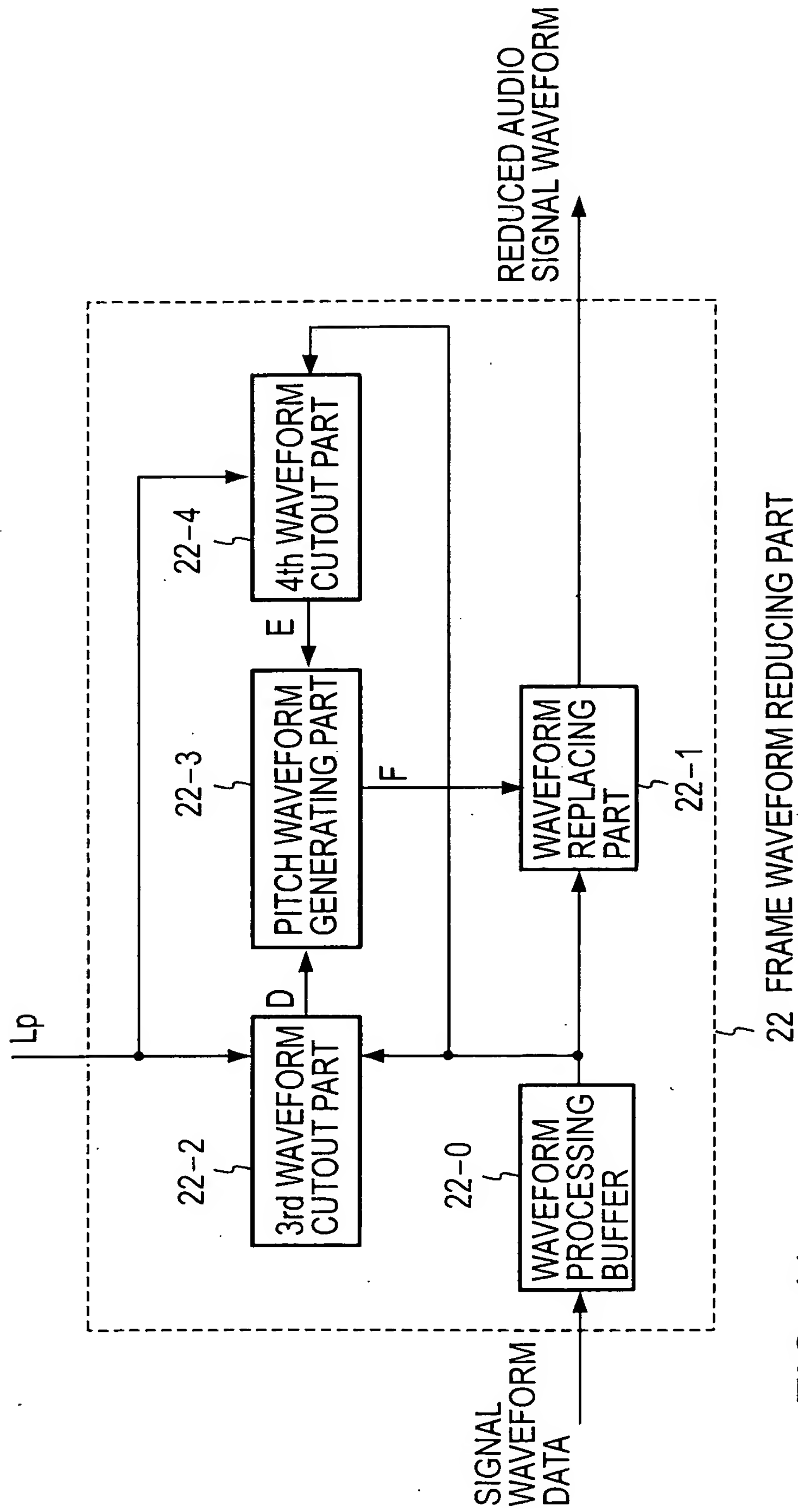


FIG. 11

FIG. 12A

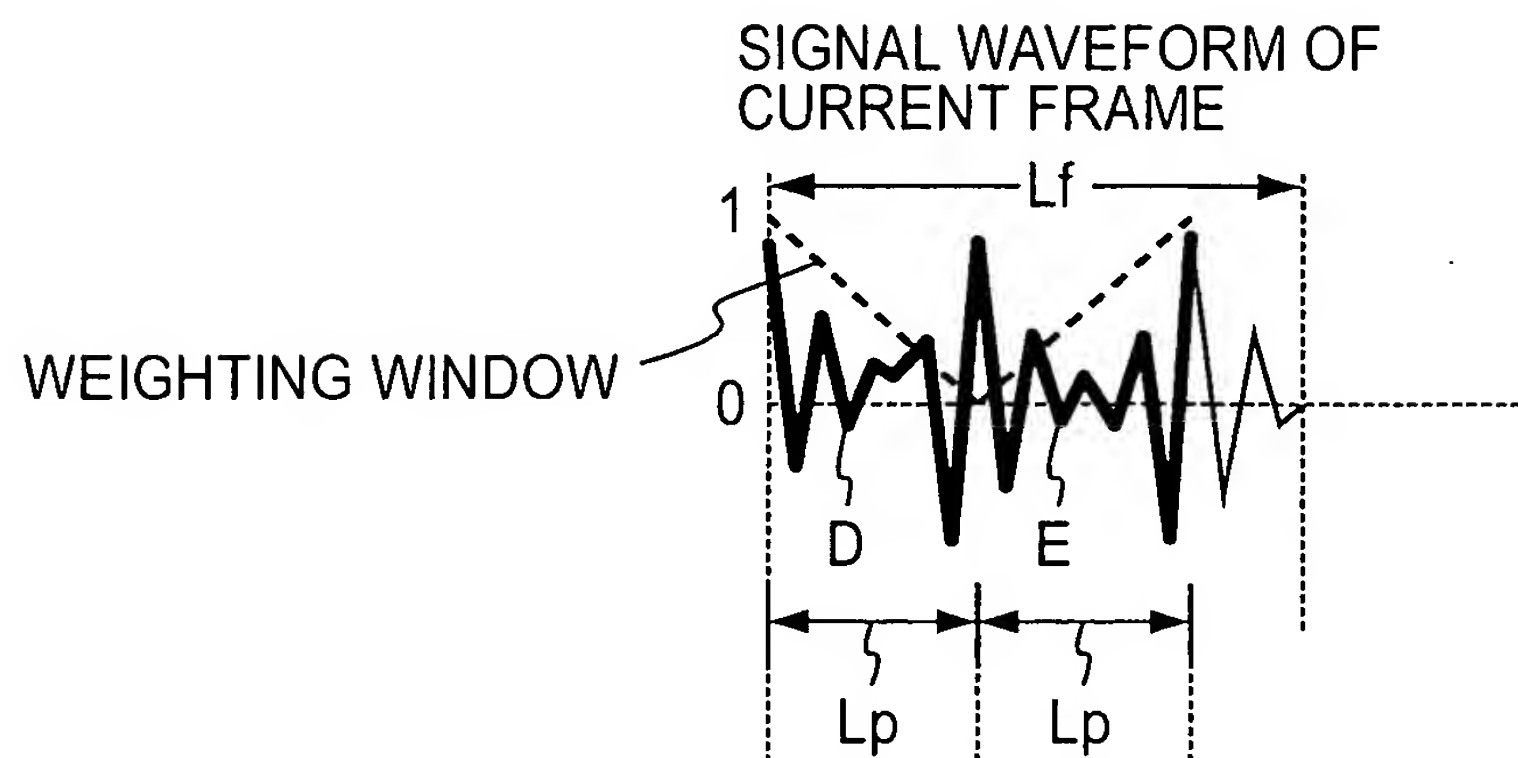


FIG. 12B

WAVEFORM F OF 1 PITCH LENGTH L_p GENERATED FROM D AND E



FIG. 12C

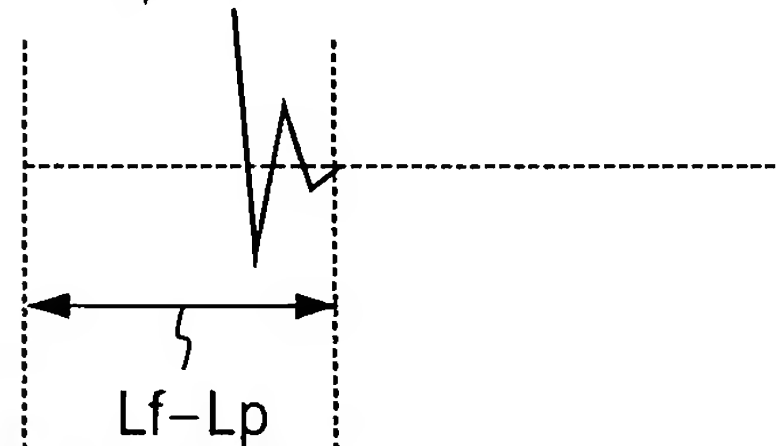


FIG. 12D

REDUCE AUDIO SIGNAL WAVEFORM

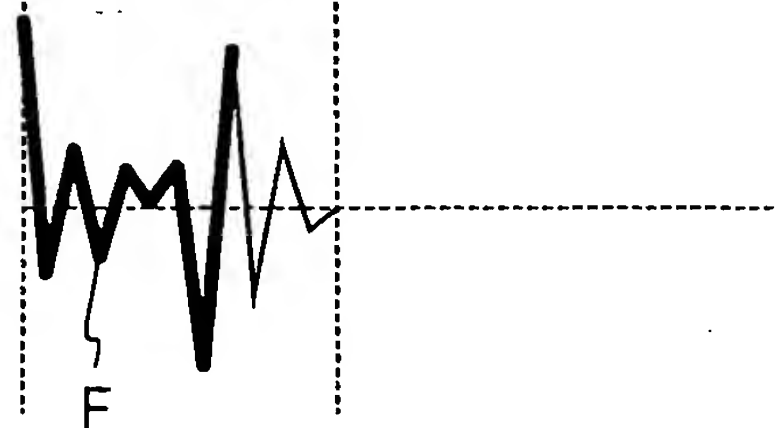


FIG. 13A
PACKETS IN
RECEIVING
BUFFER

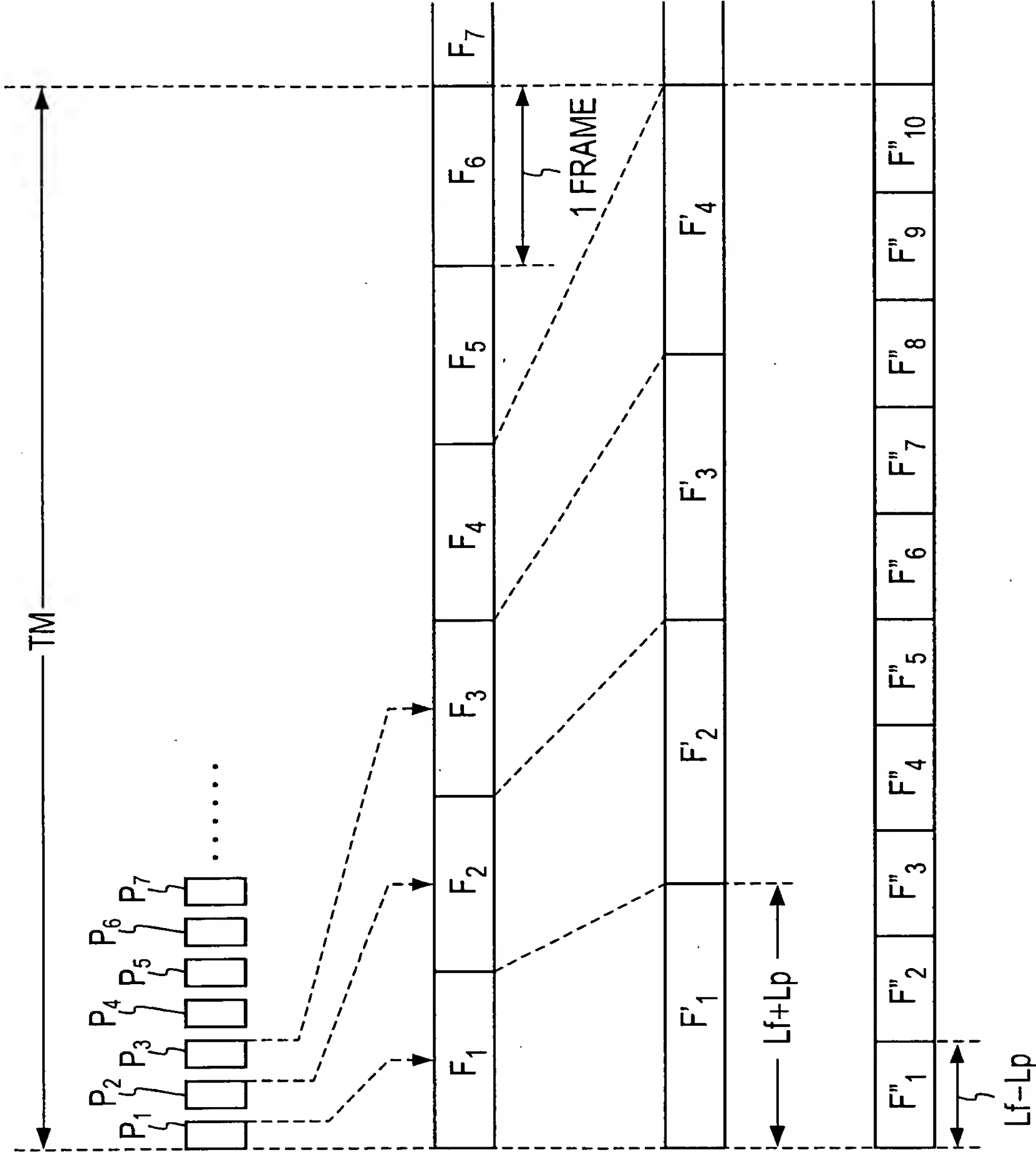


FIG. 13B
NORMAL
CONSUMPTION
STATE

FIG. 13C
LOW
CONSUMPTION

FIG. 13D
HIGH
CONSUMPTION

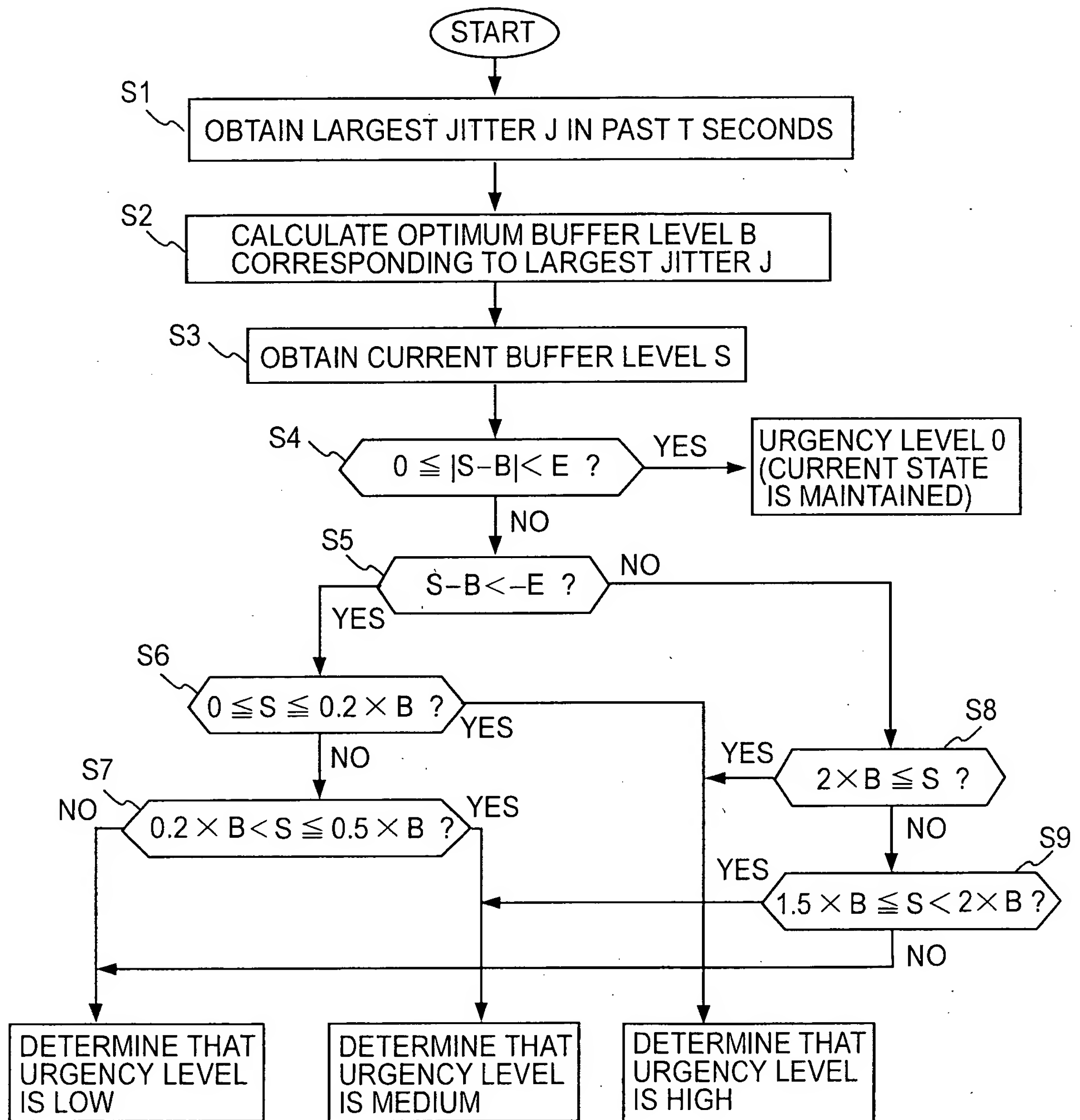


FIG. 14

FIG. 15

TABLE 1

	VOICE SEGMENT	NON-VOICE SEGMENT
URGENCY LEVEL IS HIGH	SET TO A OR C	
URGENCY LEVEL IS MEDIUM		
URGENCY LEVEL IS LOW	FIX AT B	SET TO A OR C
URGENCY LEVEL IS 0 (CURRENT STATE IS MAINTAINED)	FIX AT B	

FIG. 16

TABLE 2

	VOICE SEGMENT	NON-VOICE SEGMENT
URGENCY LEVEL IS HIGH	SET TO A OR C	
URGENCY LEVEL IS MEDIUM		
URGENCY LEVEL IS LOW	SET TO A OR C EVERY N1-th FRAME. FIXED AT B FOR OTHER FRAMES. (N1=5, FOR EXAMPLE)	SET TO A OR C
URGENCY LEVEL IS 0 (CURRENT STATE IS MAINTAINED)	FIX AT B	

FIG. 17

TABLE 3

	VOICE SEGMENT	NON-VOICE SEGMENT
URGENCY LEVEL IS HIGH	SET TO A OR C	
URGENCY LEVEL IS MEDIUM	SET TO A OR C EVERY N2-th FRAME. FIXED AT B FOR OTHER FRAMES. (N2=2, FOR EXAMPLE)	SET TO A OR C
URGENCY LEVEL IS LOW	SET TO A OR C EVERY N1-th FRAME. FIXED AT B FOR OTHER FRAMES. (N1=5, FOR EXAMPLE)	SET TO A OR C
URGENCY LEVEL IS 0 (CURRENT STATE IS MAINTAINED)	FIX AT B	

FIG. 18

TABLE 4

	VOICE SEGMENT	NON-VOICE SEGMENT
URGENCY LEVEL IS HIGH	SET TO A OR C EVERY N3-th FRAME. FIXED AT B FOR OTHER FRAMES. (N3=1, FOR EXAMPLE)	
URGENCY LEVEL IS MEDIUM	SET TO A OR C EVERY N2-th FRAME. FIXED AT B FOR OTHER FRAMES. (N2=2, FOR EXAMPLE)	SET TO A OR C EVERY N4-th FRAME. FIXED AT B FOR OTHER FRAMES. (N4=1, FOR EXAMPLE)
URGENCY LEVEL IS LOW	SET TO A OR C EVERY N1-th FRAME. FIXED AT B FOR OTHER FRAMES. (N1=5, FOR EXAMPLE)	SET TO A OR C EVERY N5-th FRAME. FIXED AT B FOR OTHER FRAMES. (N5=2, FOR EXAMPLE)
URGENCY LEVEL IS 0 (CURRENT STATE IS MAINTAINED)	FIX AT B	

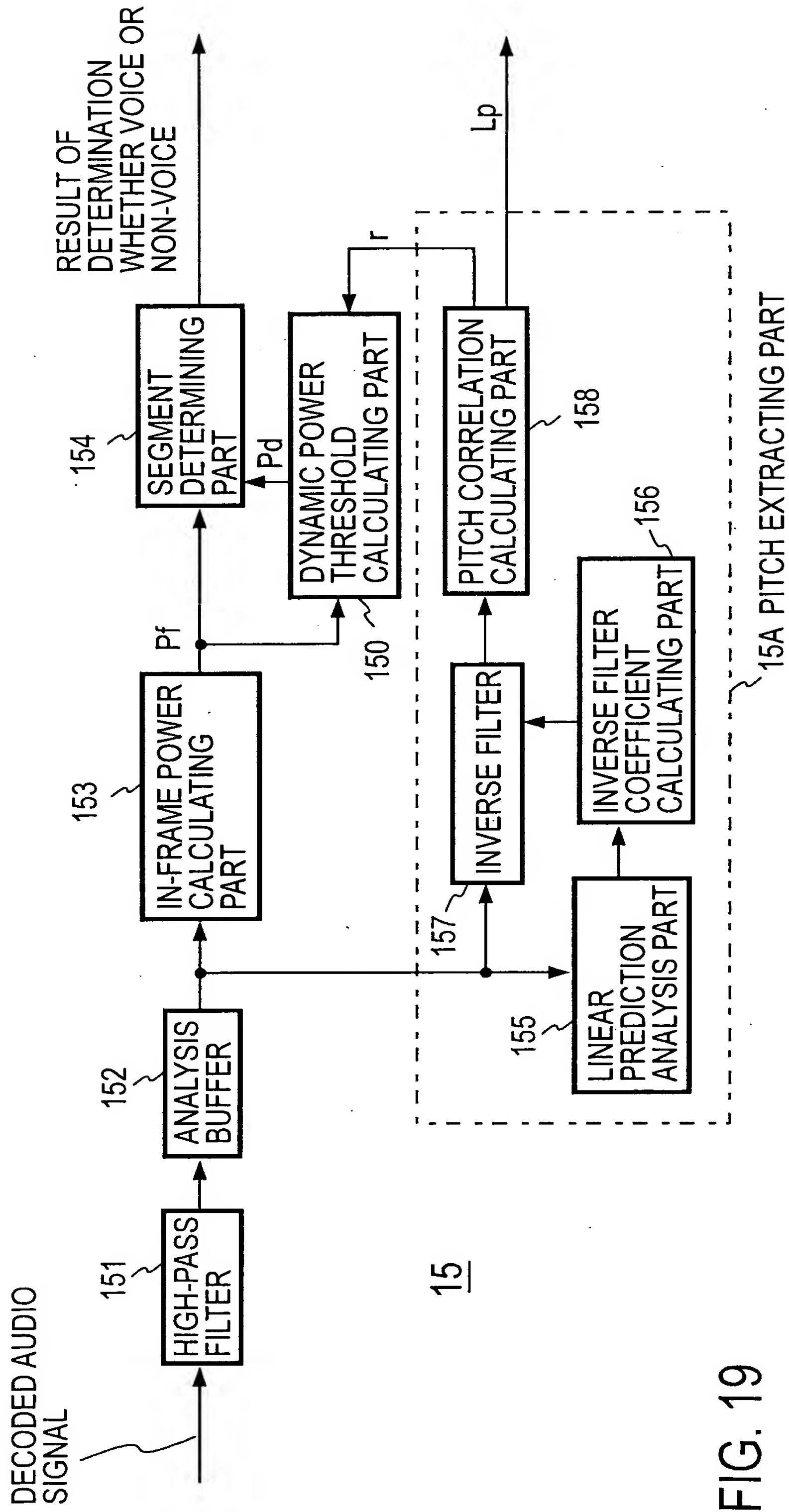


FIG. 19

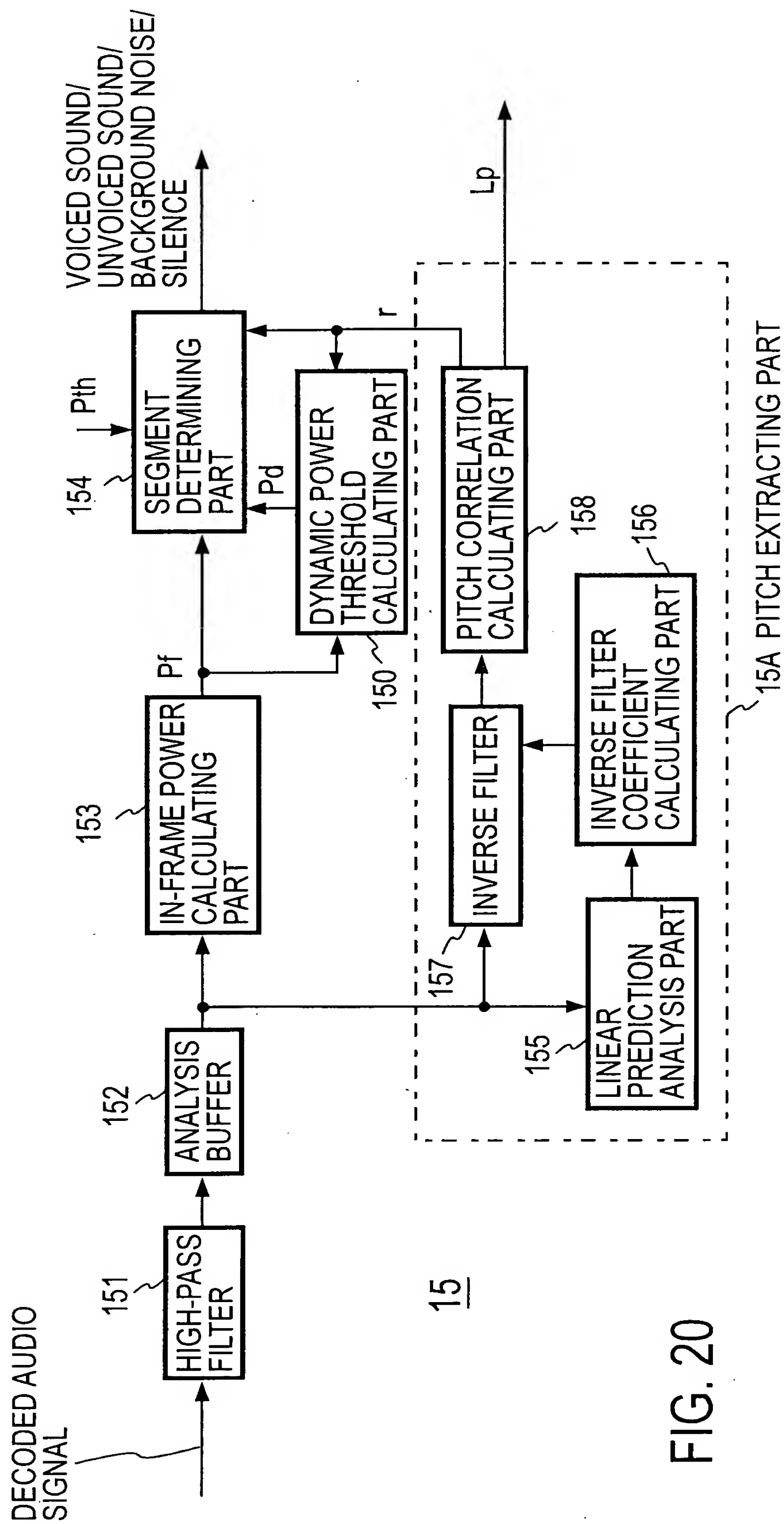


FIG. 21

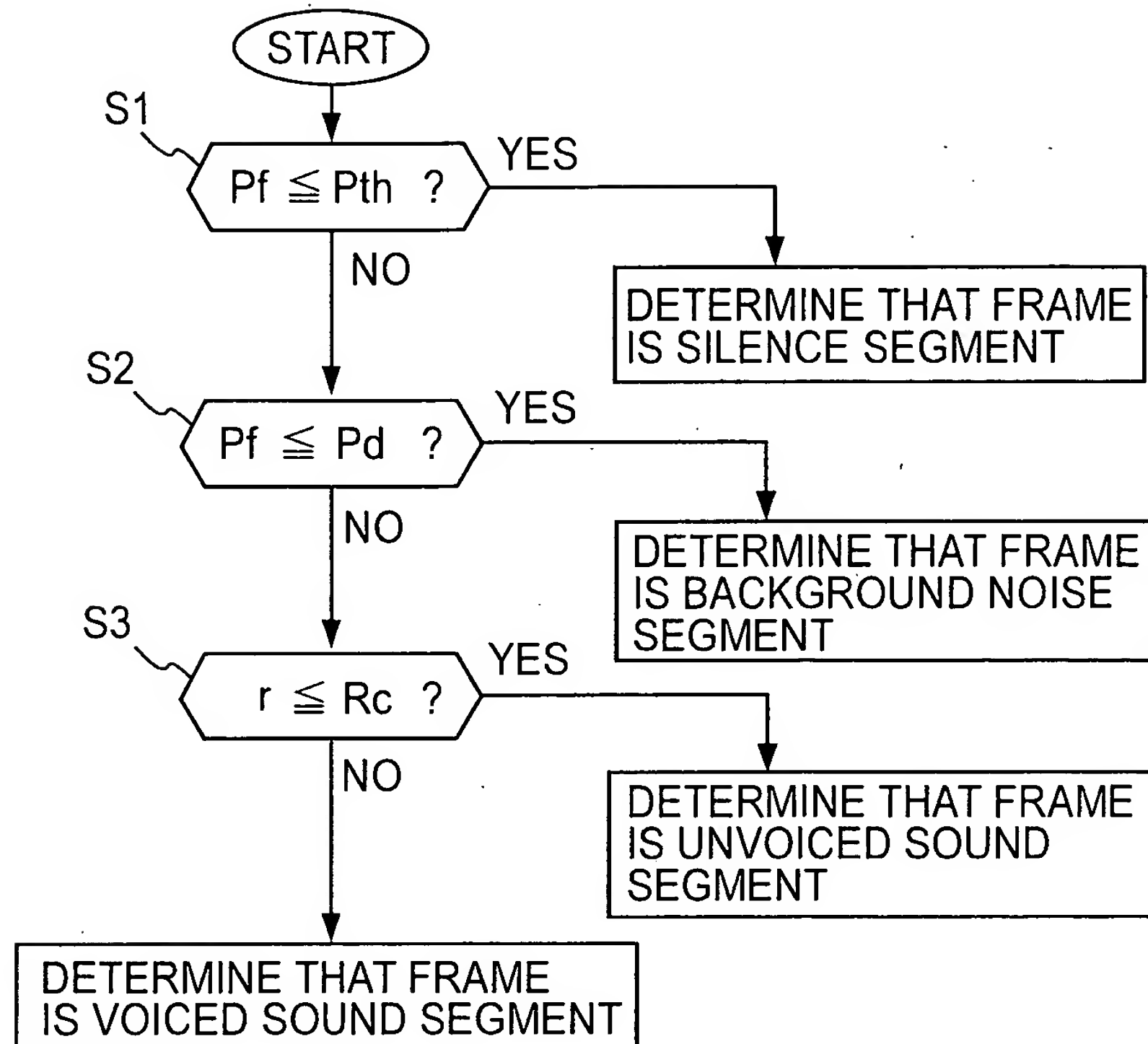


FIG. 22

TABLE 5

	VOICED SOUND SEGMENT	UNVOICED SOUND SEGMENT	BACKGROUND NOISE SEGMENT	SILENCE SEGMENT
URGENCY LEVEL IS HIGH	SET TO A OR C			
URGENCY LEVEL IS MEDIUM	EVERY N6-th FRAME	EVERY N7-th FRAME	EVERY N8-th FRAME	EVERY N9-th FRAME
URGENCY LEVEL IS LOW	EVERY N10-th FRAME	EVERY N11-th FRAME	EVERY N12-th FRAME	EVERY N13-th FRAME
URGENCY LEVEL IS 0	FIX AT B (CURRENT STATE IS MAINTAINED)			